

MODERATOR

The Moderator is **THE** person responsible for controlling each match. It is important that you are familiar with how the game is played and all of the contest rules. It is, therefore, extremely important that you review the rules well in advance of the actual event. The academic portion of the Middle School Science Bowl is an oral competition in which two different student teams attempt to answer toss-up and bonus questions. Each regional competition round is divided into two 8-minute halves with a 2-minute break.

1. The first half begins as soon as the Moderator begins the first toss-up question. The Moderator identifies: 1) whether it is a toss-up or bonus question, 2) the subject area and 3) whether it is a multiple choice or short answer, before reading the question. If a contestant elects to answer the toss-up question, he/she activates the lock-out system (an electronic device which “locks out” all other contestants and identifies the student who wishes to answer the toss-up question). You or the scientific judge will then **verbally** recognize the student. Should the student answer the toss-up question correctly, the student’s team receives 4 points and is awarded a bonus question. A correct answer to the bonus question results in the team receiving an additional 10 points. Play then continues by reading the next toss-up question to the two teams.

2. As a toss-up question is read, a student may interrupt the reading of the question. If you **verbally** recognize the student and he/she answers correctly, that team is awarded 4 points, and the team wins the right to answer a bonus question. If the student interrupts the question, is **verbally** recognized, but answers the toss-up question incorrectly, 4 points are awarded to the opposing team and the question is read in its entirety to the opposing team. That team may answer the toss-up question for a chance at the bonus.

3. A student **MUST** wait to be **verbally** recognized by the Moderator before beginning to answer the toss-up questions. If a student answers a toss-up before being verbally recognized, the response is ignored (i.e., you should not reveal whether the answer was correct or incorrect) and the toss-up question is offered to the opposing team. This rule is necessary to avoid situations where two team members think they have activated the lock-out system and blurt out simultaneous answers.

4. The game is over when the second half ends or 25 toss-up questions have been read. The winning team is the one with the greater point total.

You will be provided with the questions well in advance of the actual event. It is important that you read all the questions before the competition to ensure that you read the questions smoothly and to allow you to verify all the pronunciations of scientific terms.

National Middle School Science Bowl

MODERATOR

What DO
I DO ?

1. Introductions

- Introduce officials.
- Ask students to introduce themselves.
- Ask coaches to come to front of room, shake hands, and introduce themselves.
- Tell teams whether moderator or scientific judge will be recognizing students.

2. Rules

- Read "Important Rules" sheet at the start of each game (located in your packet).

3. Reading the Questions

- Announce whether it's a toss up or bonus question.
- Announce question category.
- Announce whether multiple choice or short answer.
- Read the question.

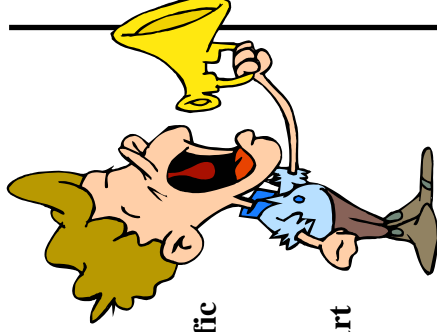
4. Getting the Answer

- Moderator/Judge: verbally recognize the individual before she/he responds.
- Identify student by...

- 1) announcing Team A or Team B and
- 2) announcing participant ID (captain, 1, 2, 3)

5. Who Won?

- Fill out official score sheet and get signatures.



Team A,
Competitor 2



Keep in Mind



Challenge?

- Ask timekeeper to stop the clock

Toss-Up ?

No consultation among team members.
(Shhhhhhhh)

Bonus ?

Consultation is allowed, but the captain must answer.

Radium, -- No wait,
I mean Radon!

Sorry, Charlie.
The **FIRST** answer counts

(The **FIRST** answer always counts.)

Note: At the end of each match, the official score sheet and the flipchart tally should be put in the corresponding round-numbered envelope. The packet should then, immediately, be taken to Science Bowl Central by the Runner or official who will be going to SBC first.

